

CLAIMS

1. Personal interface portable device for electronic card games, characterised in that it includes a thin display screen (10,) a tactile detection faceplate superimposed on the screen, control circuits for acting on a game display using the screen in response to the actions detected by the detection faceplate, and an interface with a central system that can execute electronic games.
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2. Device according to claim 1, characterised in that the display screen (10) and the faceplate have a concavity that turns, in use, towards the user.
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3. Device according to any of claims 1 and 2, characterised in that the display screen (10) and the detection faceplate are mounted on a handle (20.)
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4. Device according to claim 3, characterised in that the handle (20) houses the interface control circuits.
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5. Device according to claim 4, characterised in that the handle (20) is equipped with a validation button (10) of a choice made in a tactile manner.
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6. Device according to any of claims 1 to 5, characterised in that the display screen (10) and the tactile faceplate have a general circular sector shape contour.
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7. Device according to any of claims 1 to 5, characterised in that the display screen (10) and the tactile faceplate have a general rectangular shape contour.
8. Electronic game system that can execute electronic card games, characterised in that it includes:
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- a central system that comprises a display screen that can represent a game board, and
- a plurality of user interface devices according to any of claims 1 to 7, linked to the central system.